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MACHINE HEAD



THE INCREDIBLE

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SEGA™



SEGA SATURN

T-8807H

EIDOS
INTERACTIVE

CRIME WAVE



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM



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PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

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The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- The compact disc is intended for use exclusively on the Sega Saturn.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.



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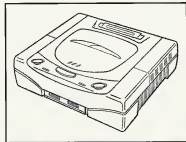
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...STARTING UP...

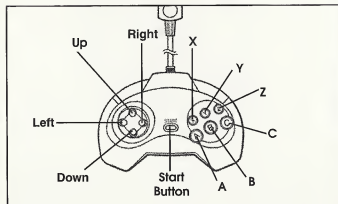
1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1.
2. Place the CrimeWave disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)
4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control Panel.



Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



...CONTROLS...



The default keys are -

A Button	Brake/Reverse
B Button	Accelerate your Crimewave Vehicle
C Button	Toggle the zoom setting between normal and zoomed out
Left (on d-pad)	Steer left
Right (on d-pad)	Steer right
Left shoulder pad	Fire your rear firing weapon (when you have one)
Right shoulder pad	Fire your front firing weapon
X Button	Select your rear firing weapon (when you have more than one)
Y Button	Select your front firing weapon (when you have more than one)
Z Button	Sound your horn (this has no effect on gameplay)

It is possible to redefine the keys for your player (see later in the manual).

...INTRODUCTION...

CrimeWave is a fast-paced driving/combat arcade simulator, requiring a combination of shooting, racing and traffic negotiating skills.

In a possible future, the city of Mekeo lies on the brink of anarchy. To save money, the corrupt mayor 'privatized' the police force, tendering each and every crime incident up for reward for anybody who wanted to claim the reward. This created a ruthless crew of road-bound bounty hunters, hungry for cash - and leaves Mekeo on the brink of all-out urban war.

You are one such bounty hunter. You patrol streets of the city waiting for a target to appear on your scanner. The target is then chased and eliminated with your high-powered weaponry. Naturally every other freelance security provider in the sector will be after the same call, so there could be combat on the way to the target.

Your aim is to become the top bounty hunter in Mekeo by destroying as many targets as possible, in the process travelling across the entire city and becoming a registered hunter in each zone. To leave each zone you will need to collect 500 Meks - earned by the successful elimination of each target (100 Meks).

...STARTING THE GAME...

Pressing the START or A button will bring up a menu screen from which you can register your initials and gaming preferences. You will be prompted to enter a unique 3 letter initial set before commencing play.



These initials will enable the Saturn to store your progress and preferences on the battery backed up RAM. Every time you play you will be asked to identify yourself from a list of the initials of people who have played CrimeWave on your machine.

The system will remember your preferred keys and operating methods, plus the zones that you have visited. This allows you to continue your progress between games. It will also remember any particularly good performances on the hi-score tables.

...SELECTION SCREEN...

When you have identified yourself to the system you are presented with a list of Mekeo city zones where the action of Crime Wave takes place. By moving the 'cursor' with the D-pad you can select a starting zone. At first you will only be able to commence play in the Business and Beach zones, although if you play well enough you will be able to pass through the other zones (Casino, Industrial, Downtown, Midtown, Uptown, and Suburbs) during your game. See later in the manual for how you can actually commence play from these sectors.

The sector that you chose to begin determines the vehicle that you use to play. For instance, start in Beach and you will be given the Beach Buggy. This is the "home" cop from the sector.

...BASIC WEAPONS...

You come equipped with a default weapon which varies depending on the start sector. The most common is the machine gun. Fire this and other "front" weapons, by pressing the Right Shoulder button (default setting) which is on the top right of the Saturn Joypad. Rear weapons (collected later) can be activated with the Left Shoulder button.

...TARGETS...

You progress through the game by hunting and destroying fugitive targets. At the beginning of the game, no targets will be active in the sector you are playing. This will be indicated by a "waiting for target" message on the play screen. During this time you can cruise around the sector and become accustomed to the road layout.

After a short time, a red arrow will appear on the screen, and the message "New car targeted" will appear. This is to indicate a fugitive has been targeted in the section, and you should attempt to locate and destroy it. The direction of the arrow indicates the relative location of the target to your car to aid navigation. You should also refer to the road scanner at the top of the screen to locate the enemy relative to the road layout. Targets are represented by a flashing red dot. Rival cops (see later) are represented by a flashing yellow dot. The scanner indicates the roads and other important features such as walls in your general area.



Your bosses at the Vehicle Enforcement Agency base don't take kindly to their agents slacking on the job, so don't take too long hunting the targets or their de-incentive policy will come into force. i.e., your vehicle will be remotely destroyed.

This means that whenever a target is in the zone a timer will come into play. This will be displayed (between other messages) on the message area of the screen. You begin with an allowance of two minutes of time. When this time reaches zero, your game is over.

Once you are within a certain distance of the target, the viewpoint will 'zoom out' slightly to show you a view of the car you are chasing (if you are playing on 'normal' zoom view). To aid identification the car will also have a red arrow directly above it to indicate its target status.

You should then dispatch the fugitive car with your available weaponry. Like you, the targets are able to withstand a number of hits before blowing up.

Destroying the targets will gain you a standard 100 Mek reward per vehicle, plus a time bonus. This bonus starts at one minute although it decreases as the game progresses.

As the game progresses it becomes harder in a variety of ways. For instance, more than one target car will become active at any one time. This means that although there is a wider choice of targets, the time counter will be permanently ticking down.

...ROAD COMBAT...

Note that the target cars will attempt to evade your capture and may drive "off road" or attempt self-defense using weaponry such as mines/missiles. If you take a hit your fuel level is diminished by one point (although a 'grace time' of about two seconds is given after each impact, during which time you cannot be damaged further). You start with four fuel points. When you run out of fuel points, your car blows up and you are returned to the nearest VEA station. There is no limit to the number of times that this can happen, although if you are destroyed the fugitive will almost certainly escape and the time you spent chasing it will be wasted.

...RIVAL COPS...

Other bounty hunter "cops" are also patrolling the area. They are also chasing the fugitives, and will regard you as competition. If they see you they will engage in combat with you. You may also like to attack them, although don't forget that you still have to get any active fugitives within the time limit. If you manage to destroy them you will be able to collect their remaining weaponry and fuel pack.

...PICKUPS...

When a cop or target is dispatched, the weapon and spare fuel packs that it was carrying are ejected into the road. Drive over these and you become credited with those weapons for your own use. A message will appear to inform you what you have picked up. The X and Y keys (in default setting) allow to select which of the front and rear weapons you wish to use.

...ADVANCED WEAPONS...

Icons at the bottom of the screen demonstrate the weapons that you have in your private arsenal. Rear firing weapons are shown on the left of the screen, front firing weapons are shown on the right. If you collect a weapon you will have a limited number of shots that can be fired with it. This is indicated by a number over the weapon icon.



Advanced weapons include double firing rockets, 'spreadfire' rockets, heat seeking missiles and 'piercer' missiles that can travel through scenery and cars. Rear firing advanced weapons include rear rockets, oil and the JATO unit. The JATO unit propels your car to extreme speeds useful for reaching targets when in pursuit.

...INNOCENTS...

After you have collected 200 Meks, destroying the "innocent" traffic will incur a standard 5 Mek penalty. Destroying 20 innocent cars on the way to a target car therefore defeats the purpose. So please be polite and try to control the number of innocent cars that you destroy.

...MOVING TO OTHER SECTORS...

When you have accumulated enough Meks (at the beginning of the game this is 500) you will be permitted access to an adjacent sector. Any gates between the two sectors will be opened, and you should drive through one of these gates to continue play. The location of one such gate will be indicated by a white arrow on the screen.



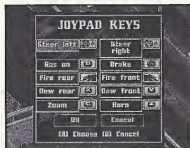
...COMPLETING THE GAME...

When you have travelled through all eight sectors you have completed the game for the car you are driving (determined by the base sector). The fact that you have done this will be stored in the system memory on your Saturn, and you may (depending on the sector and other non-completed sectors) be able to start the game next time from a different base.

Each time you complete a sector you are then permitted to start from that sector in any future games. For instance, if you start from the Beach sector and gain access to the Downtown sector, but fail to complete that sector, no new access options will be given to your player because the only sector completed was Beach. If, however, you complete the Downtown sector and progress to Industrial, you will then always be able to start a game from Downtown.

...CHANGING KEYSSETTINGS...

On the player options menu there are two options which allow you to rearrange the key settings. Like all preference options, these will be personalized from your initial set. ie. you will always have the same controls each time you play.



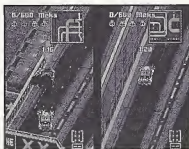
Selecting either 'joypad keys' or 'arcade racer keys' (depending on your chosen control device) will take you to a screen listing the controls and corresponding key settings. To adjust a key setting,

highlight the control name with the cursor and press button A. This will move through the various available options.

NOTE: You cannot use the same key for more than one function, and cannot exit the menu screen until all the functions have been assigned a unique key setting. Pressing button B will cancel any adjustments made - they will not come into effect.

...MULTIPLAYER GAME...

It is possible for two players to enjoy CrimeWave simultaneously. One player should start the game and commence play in the usual way. If the other player then presses the Start button on a joystick connected to the second connection port, the screen will 'split' into two smaller display areas- one for each player. Both players will also be able to compete in the same Crimewave world. Note that in two player mode, if the players are close enough a yellow arrow will appear on each screen to indicate the location of the other player.



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